

~~TOP SECRET~~ SPECIAL HANDLING



SOCOM

U.S. NAVY SEALS
FIRETEAM BRAVO



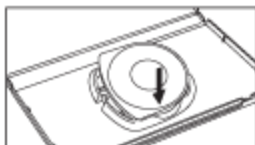
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP™ (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

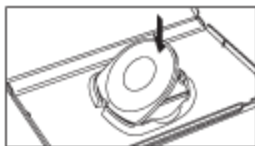
Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

"PlayStation" and the "PS" Family logo are registered trademarks and "PSP" and "UMD" are trademarks of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.

SOCOM: U.S. NAVY SEALs FIRETEAM BRAVO Tips and Hints

Game Hint Guide Information PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com. Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PSP™ and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

TABLE OF CONTENTS

Introduction	2
Getting Started	4
Controls	5
Using the Headset.....	7
The Commands (Single Player).....	8
Starting Up.....	10
Main Menu	11
Single Player Team Structure and Movement....	15
Mission Briefing.....	16
The Single Player Game Screen	18
TacMap and Tracking Mission Objectives	20
Special Actions	21
TCA Command.....	23
Using Weapons	23
Single Player Mission Success and Failure.....	26
The Pause Menu	27
SOCOM: Fireteam Bravo Online	28
Creating a Network Connection	28
Online Communication.....	29
Using the Headset Online.....	31
Get Connected to SOCOM: U.S. Navy SEALs Fireteam Bravo Online.....	31
Playing the Online Game	33
Finding a Game.....	34
Connecting to an Online Game	34
The Online Game Screen	38
Player Rankings (Rank Insignias).....	40
The Start Menu	40
Credits	41
About PSP™ (PlayStation®Portable) Updates....	48
Limited Warranty	49

INTRO

From 1962, when the first SEAL teams were commissioned, to present day, Navy SEALs (Sea Air and Land Commandos) have distinguished themselves as an individually reliable, collectively disciplined and highly skilled maritime force. Because of the dangers inherent in NSW (Naval Special Warfare), prospective SEALs go through what is considered by many military experts to be the toughest training in the world.

Primary mission areas for NSW include special reconnaissance and direct action and operators are also proficient in unconventional warfare, combating terrorism, foreign internal defense, information warfare, security assistance, personnel recovery, counter-drug operations, and hydrographic reconnaissance. NSW forces can operate independently, integrate with other U.S.

Special Operations Forces, or deploy with U.S. Navy aircraft carriers and amphibious ships.



SEAL Teams are able to conduct a wide range of special missions in all environments and threat conditions. They infiltrate their objective areas by plane, helicopter, ship, boat, or submarine, and operate in small groups, increasing their ability to conduct clandestine, high-risk missions and provide real-time intelligence. Faced with rapidly changing wartime situations, the SEALs "eyes on target" capability offers decision makers immediate and virtually unlimited options.

In this theater of operations you are a two-man Fireteam. Prepare to confront your enemy. Never hesitate to act for the good of the mission and your teammate in every combat scenario. It's all about Command, Courage and Country.

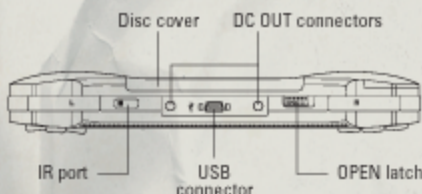
Check out www.seal.mil or www.swcc.navy.mil for more information, or contact the NSW Motivators at 1-888-USN-SEAL or motivators@navsoc.navy.mil

GETTING STARTED

Right side view



Front view



SETTING UP YOUR PSP™ (PLAYSTATION® PORTABLE)

Set up your PSP portable entertainment system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights

up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the **SOCOM: U.S. Navy SEALs Fireteam Bravo** UMD with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press **X** of the PSP system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

SETTING UP THE HEADSET (OPTIONAL)

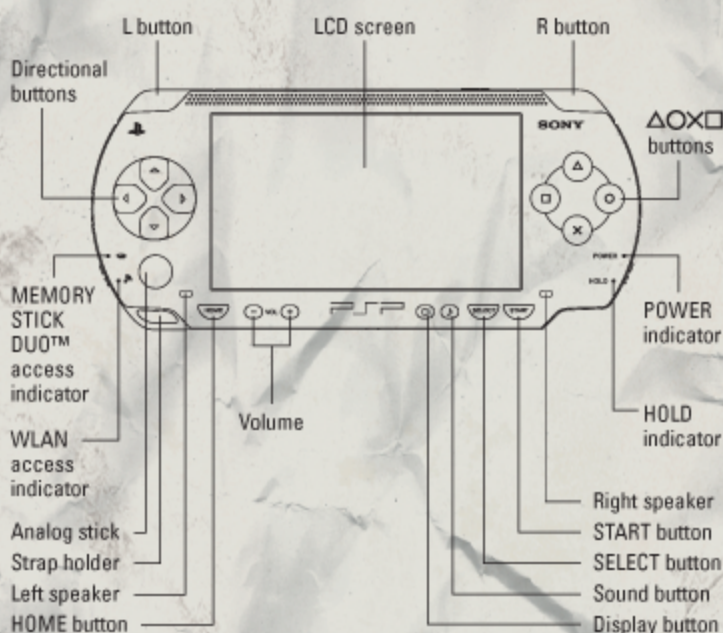
SOCOM: U.S. Navy SEALs Fireteam Bravo is compatible with an optional headset.

The headset is used in conjunction with the PSP headphones remote control unit. Plug the headset into the remote control and then plug the remote control into the headset connector on the PSP system bottom.

Note: The optional headset is sold separately.

CONTROLS

PSP™ (PlayStation®Portable) system configuration



MENU CONTROLS

Navigate menu/Highlight menu item	directional buttons or analog stick
Select highlighted menu item	⊗
Previous screen/Return to Main Menu	○
Open Start Menu/Pause Game	START
TacMap	SELECT
Voice Chat (with headset)	hold ○ + voice (Multiplayer Only)
Access team command menu	○ (tap) + directional buttons or analog stick
Open team command sub-menu	⊗
Highlight tactical command on sub-menus	directional buttons or analog stick ↑/↓
Execute command	⊗
Execute Team Command Action	Hold ○
Player statistics (online)	SELECT
In-Game Communications Menu (online)	○ (tap) + directional buttons or analog stick

CHARACTER MOVEMENT AND ACTIONS

Move character forwards / backwards / rotate left / right	analog stick
Sidestep left/right	 button (hold) + analog stick
Toggle free-look mode	directional pad  (tap)
Move character while in free-look mode	 button (hold) + analog stick
Change stance (stand, prone, crouch)	
Fire / throw / deploy weapon / take picture	
Target lock	 button (hold)
Cycle through targets	 button (hold) +  button (tap)
Primary weapon / grenade quick switch	 (hold)
Special action	
TCA command	 (hold) (Single Player Only)
Reload Weapon	 (hold) or directional pad  + 
Toggle vision mode: 3rd person, 1st person, weapon scope	directional pad  /  (multiple taps)
Cycle through teammates during online play	directional pad  /  (after you are out of action) (Multiplayer Only)
Open equipment panel	directional pad 
Cycle through Weapons / Equipment	directional pad  / 
Select Weapon / Equipment	
Toggle Firing Mode	directional pad  + 

USING THE HEADSET

Note: SOCOM: U.S. Navy SEALs Fireteam Bravo is designed to chat with other players online via an optional headset.

Use the headset to conduct 2-way conversations with other players during Online Games. See pg. 31, for information on headset usage.

MOVEMENT AND POSITION COMMANDS

You can use movement and position commands to specify exact positions or map coordinates.

USING THE CROSSHAIRS AS A POINTER

Use the crosshairs to send team member(s) to a position or alert them to something at a specific location. Position the crosshairs on the point of interest and issue your command. For example, position your crosshairs to point toward a location and issue the command "MOVE TO." Lonestar, your SEAL teammate, will move into the position at which your crosshairs are positioned.



USING NAV POINTS

Nav Points are map coordinates marking key positions in your op area and are created prior to insertion. They have names such as Charlie, Delta, Echo, Foxtrot, Juliet, Romeo, Whiskey, X-Ray and Zulu, but can include others. You can view them on the Tactical Map display by using the analog stick to navigate and zoom the map. See TacMap and Mission Objectives, pg 20, for detailed instructions on using the Tactical Map.



COMMAND LIST



You can issue a variety of movement, position and tactical commands to Lonestar.

DEPLOY

Use explosive weapons. If Lonestar is equipped with grenades, C-4 or satchel charges, he will respond.

FIRE AT WILL

Lonestar will fire on any enemy encountered.

FOLLOW

You take point and Lonestar follows behind you, assuming your body position. For example, if you go prone, he follows suit.

REGROUP

Call Lonestar back to your position.

MOVE TO

Move to where your crosshairs are pointing.

STEALTH TO

Order Lonestar to where your crosshairs are pointing in a stealthy manner.

BREACH

Order Lonestar to open the door in your crosshairs and clear out any hostiles on the other side. You can also order him to deploy grenades or flashbangs before entering.

ESCORTEE

Order Escortee to perform a specific action. Your crosshairs must be on the escortee before you can use the command.

INTERACT

Order Lonestar to perform a Special Action being highlighted by the crosshairs.

HOLD POSITION

Hold position until commanded otherwise. Lonestar will always stay within a certain distance, so if you travel outside that distance he will break Hold Position and return to you.

HOLD FIRE

Hold fire until you countermand the order.

COVER TARGET

Give the command to cover a specific point. Enemies entering that zone will be fired upon. Place your crosshairs on the location and issue the command. Lonestar must have visual contact on the specified area to carry out this order.

GET DOWN

Order Lonestar into the prone position.

KILL TARGET

Command to override Hold Fire temporarily. If Lonestar has a target in view, issuing this command will tell him to fire on the target. This target appears as a red dot on the compass. After finishing the target he will return to Hold Fire.

CLEAR AREA

Order Lonestar to move to your crosshairs and clear out any enemies in the vicinity.

STARTING UP

STARTING A NEW GAME

Press **X** at the Title Screen to access the Operations Control Network (OCN) interface. Press **X** to create a profile, then use the on-screen keyboard to enter your Profile name. Highlight each letter with the analog stick or directional buttons and press **X** to confirm your choice. When you're finished, highlight ENTER and press **X**. For more information on using the on-screen keyboard, see Online Communication, pg. 29.

SAVING A GAME

During the single player game, your progress will be automatically saved between missions. To save your progress, make sure you have a Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 800KB of free space inserted. The game will automatically save your progress when your advance in the game or your profile is modified.

LOADING A SAVED GAME

Game data will be loaded automatically when you boot up **SOCOM: U.S. Navy SEALs Fireteam Bravo**. Press **X** to Continue at the Title Screen. At the OCN Login Screen press **X** to load your saved profile. Highlight Campaign and press **X**, then highlight Continue Campaign. Press **X** to confirm your choice.



MAIN MENU



After creating and loading your profile, you will be taken to the OCN Main Menu. Press the analog stick or directional buttons $\uparrow/\downarrow$ to highlight an option and press $\otimes$ to confirm your choice.

INSTANT ACTION

Once a mission has been completed in Campaign mode, you can enter Instant Action mode and play the same mission map from five different game types and three different difficulty levels. Use the analog stick or directional buttons to highlight an option and press $\otimes$ to confirm each choice. Press O to randomize the variables.

HOSTAGE EXTRACT

Find the Hostages and bring them to the extraction zone.

STEALTH EXTRACT

Find the Hostages and bring them to the extraction zone without being detected. Once seen, you have only seconds to neutralize the hostile.

SWEEP AND CLEAR

Eliminate all hostiles. You will have a limited amount of time to complete this mission.

SABOTAGE

Find the satellite terminal and have Lonestar disable it to complete the mission.

STEALTH SABOTAGE

Find the satellite terminal and have Lonestar disable it to complete the mission. Once seen, you have only seconds to neutralize the hostile.

Note: Every time you play a map in Instant Action mode, items and enemy positions are randomized.

CAMPAIGN

NEW CAMPAIGN

Begin a single player game.

CONTINUE CAMPAIGN

Resume a **SOCOM: U.S. Navy SEALs Fireteam Bravo** game from your most recent save file.

REPLAY MISSION

Replay a previously completed mission.

CAMPAIGN STATS

View your current Campaign Statistics.

INFRASTRUCTURE MODE

Compete against other players via a connection to a wireless local area network (WLAN) and play **SOCOM: U.S. Navy SEALs Fireteam Bravo Online**. See *Playing the Online Game*, pg. 28, for more information.

Note: Player responsible for Wi-Fi fees.

AD HOC MODE

Ad Hoc Mode is a wireless feature that allows two or more individual PSP™ systems to communicate directly with each other. Connect to your closest buddies through Ad Hoc Mode and challenge them to a multiplayer game of **SOCOM: U.S. Navy SEALs Fireteam Bravo**.

Note: To play **SOCOM: U.S. Navy SEALs Fireteam Bravo** via Ad Hoc, you will need at least one opponent with a PSP™ system running **SOCOM: U.S. Navy SEALs Fireteam Bravo**. For best results, players should be stationed within 30ft, with a clear path between units.

CONTROLLER LAYOUT

Get a quick glance at SOCOM: U.S. Navy SEALs Fireteam Bravo's controls.

OPTIONS LIST

Set game options

MUSIC VOLUME—Set the level of the background music.

DIALOG VOLUME—Set the level of the spoken words.

EFFECTS VOLUME—Set the level of the sound effects.

HELP POPUPS—Toggle help windows ON / OFF.

Y-AXIS INVERT—Toggle Y-Axis Invert ON / OFF.

LOOK SPEED—Adjust the look speed of the camera.

DEAD ZONE—Adjust the amount of movement the analog stick requires before the crosshairs begin to move.

PROFILE SETTINGS

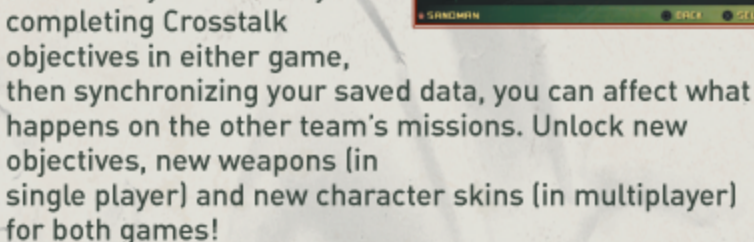
Edit your profile name and difficulty level. You can also manually save your profile, load your profile or delete game data off of your Memory Stick Duo™.

EXTRAS

View and select extras that you have unlocked in the game or by synchronizing data between SOCOM 3: U.S. Navy SEALs and SOCOM: U.S. Navy SEALs Fireteam Bravo.

CROSSTALK

Synchronize data between
SOCOM: U.S. Navy SEALs
Fireteam Bravo for PSP™
(PlayStation® Portable) and
SOCOM 3: U.S. Navy SEALs
for the PlayStation 2. By





To begin, you must have SOCOM: U.S. Navy SEALs Fireteam Bravo running on your PSP system. Connect your PSP system (running the SOCOM: U.S. Navy SEALs Fireteam Bravo UMD along with a Memory Stick Duo™ containing a SOCOM: U.S. Navy SEALs Fireteam Bravo saved game data) to one of the PlayStation 2 console's USB ports. Using a USB cable and a Mini B type connector, select the Crosstalk option from the list on the Extras menu. Highlight SYNC ALL FILES and press **X**.

Note: a USB cable with a Mini B type connector is required to connect the PSP system to a PlayStation 2 console.

SINGLE PLAYER TEAM STRUCTURE AND MOVEMENT

FIRETEAM

The SEAL team you command is called a Fireteam. This team consists of yourself, codenamed Sandman, and your SEAL teammate, Lonestar.

SANDMAN

RAYMOND STOKES, SEAL

Raymond Stokes is a grizzled veteran whose resume includes operations in Afghanistan and the two Iraq wars. A mercenary at heart, Stokes' father and grandfather were sailors who served in the Navy with distinction, and Stokes proudly carries on the tradition of naval service, but instead of working on destroyers and aircraft carriers, Stokes moves effortlessly and silently through cities, deserts and jungles, hunting down those individuals who would bring harm to America and her allies, and loving every minute of it.

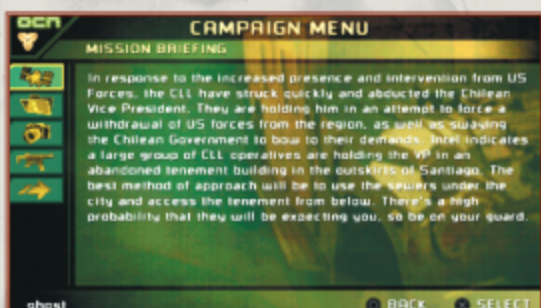
LONESTAR

TATE RAWLINS, SEAL

Tate Rawlins is from the small town of Hemphill, Texas, population 1,106. The small town boy played football in high school, and had a cheerleader girlfriend and a muscle car that were both high maintenance. Tate joined the Navy with the simple hope that he would get the chance to travel the world and leave the tragedy of his brother's accidental death behind him, but in the process of serving in the Navy, he began to excel, moving up through the ranks due to his talents as both a crack sharpshooter and a medic. Tate eventually was picked for BUD/S and made it through training with flying colors, earning him a spot on a SEAL team.

You can send Lonestar a short distance from you to execute some orders, but one of his primary jobs is to cover you, so he will never travel too far from your position. If you move away from his position, Lonestar always joins back up with you.

MISSION BRIEFING



MISSION BRIEFING MENU

On the Mission Briefing Menu, you can view an overview briefing, get mission details and objectives, view intel dossier information, arm your team, and start your mission from here.

MISSION BRIEFING

This summarizes your orders with a general mission description, including important intelligence, target specifics and diplomatic concerns.

MISSION OBJECTIVES

A listing of primary mission objectives is displayed here. These objectives appear in the order that they should be executed. You will be notified of additional objectives by SOCOM when you are in the field as they become necessary.



MISSION INTEL

Intel pertinent to the main objective of each mission is compiled in this dossier. The dossier includes satellite imagery, weapon schematics, terrorist and V.I.P. profiles, and maps of the op area.



ARMORY

You and Lonestar are already armed with default weapons. However, you can review or change weaponry and equipment for each Fireteam member here.



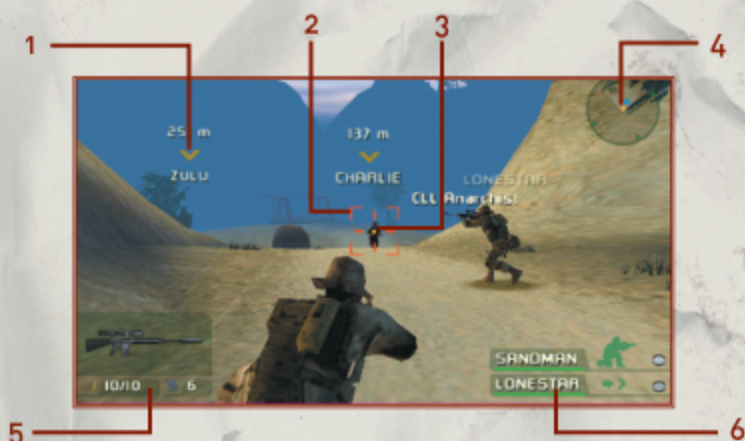
1. Select a SEAL.
2. Select your primary weapons (rifles, assault rifles, machine guns or shotguns), secondary weapons (SMGs) attachments (scopes and silencers) and equipment (includes grenades, ammo, mines, explosives and rocket launchers).
3. Highlight a weapon or equipment slot using the analog stick or directional buttons and press **X** to select it. Once selected, press the analog stick or directional button **←/→** to display weapon/equipment choices. Press **X** to select the displayed weapon/equipment.
4. Once you have completed making your selections, press **○** to return to the Armory character selection.

DEPLOY

When you're ready to start the mission, highlight DEPLOY and press **X**.

THE SINGLE PLAYER GAME SCREEN

THE GAME SCREEN



1: Nav Point

4: Compass

2: Target Lock Box

5: Weapon Display

3: Crosshairs

6: Team Member Status

CROSSHAIRS/WEAPON RETICLE

Use the crosshairs or other sights to aim weapons. The crosshairs appear whenever you are holding a firearm, including rocket-propelled grenades or rockets. A grenade sight appears when you are throwing any grenade.

- Crosshairs is a "WHERE" option when sending Lonestar to positions. This is the most precise way of positioning your teammate or pointing to something of tactical interest.
- The weapon reticle is at the center of the screen. The lines around the reticle show bullet spread. When stationary, crouching or in the prone position, the lines will move closer together indicating that your shots will be more accurate in finding their mark. For rocket launchers and rocket-propelled grenades, the reticle will use a static reticle without spread indicators.

COMPASS

Located in the top right corner of the screen, use the compass to keep your bearings and as an aid for navigating the environment.

- You are always in the center of the compass.
- North is indicated by the letter N on the compass

SPECIAL ACTION ICON

Located along the top of the screen, when an immediate task or item close by needs attention, a Special Action icon will appear. For more information, see Special Actions, pg. 21.



TCA COMMAND

A blue text bar will appear over the Team Member Status panel when you point your crosshairs over an item or object that has a TCA Command (Team Command Action) attached to it. For more information, see TCA Command, pg. 23.



TEAM MEMBER STATUS

Located in the bottom-right corner of the screen, the status information displayed includes current activity and health of each team member. An icon showing the command your teammate is executing is listed next to his name. The green bar underneath their names shows each team members' health. When a SEAL is injured, the bar will decrease. When the bar depletes completely, the SEAL is incapacitated.



WEAPON

Your currently equipped weapon and ammo info will be displayed in the bottom left corner of the screen. This includes the amount of loaded ammo, the fire mode, number of reserve magazines left.

TACMAP AND TRACKING MISSION OBJECTIVES

TACMAP (TAC MAP SCREEN)

Use the TacMap to navigate the environment and keep track of the mission specifics. To access the TacMap/Mission Objectives screen, press **SELECT**. The Tactical Map and Mission Objectives contain all the current objectives and intelligence about the operational area.

USING THE TACMAP

- Press the analog stick to move the map view.
- Press **L** and **R** to zoom the map.
- Press **□** to snap the TacMap to the player.
- Press **○** to snap the TacMap to the current objective.
- Press **⊗** to get more information for a highlighted objective.

YOUR POSITIONS

Sandman's position appears on the map as a small orange square with a white view cone extending in the direction he is oriented. Lonestar appears as a blue square.

NAV POINTS

Nav Points mark key locations within the op area. Use these geographical reference points to issue commands.

STRUCTURES

Move through the op area using these as navigational aids.

MISSION OBJECTIVES

Each mission has objectives pre-established by SOCOM prior to deployment. You can track the status of each mission objective on the TacMap. The Mission Objectives list can be found displayed to the left of the map. The original objectives match those you see during the Mission Briefing, but additional objectives may be added during the course of the mission.

- Select an objective and press **⊗** to view a brief description of the objective.
- Objective status can be distinguished by their color:

- Yellow - Current/highlighted objectives.
- White - Objectives yet to complete.
- Green - Completed objectives.
- Red - Failed objectives.
- Blue - Bonus/hidden objectives completed.

SPECIAL ACTIONS

During your game, Special Action messages will appear along the top of the screen when some immediate task or item is close by. For example: if there is a rifle next to a fallen enemy, a Special Action message appears giving you the option to pick it up.

- Press  to execute the highlighted special action.

PICK-UP WEAPONS

Downed enemies may have useful weapons or ammo. Use this action to exchange your current weapon for the one you pick up.

PICK-UP ITEMS

Point the crosshairs at items of interest. They may be vital to your mission and you may have the option of picking them up.

OPEN/CLOSE DOOR

This action appears when you face a door that is unlocked.

CLIMB UP/DOWN

Certain items, such as small ledges can be climbed when this action is displayed.

RIFLE BUTT

This option appears when an enemy is at arm's length, giving you the opportunity to nail him with the butt of your weapon.

KNIFE

Kill an enemy with your knife by walking up behind them without being detected. You will be rewarded with a Stealth Kill.

PLACE SATCHEL

When the mission requires that you position a satchel charge for demolition, this action is displayed.

PLACE C-4 CHARGE

When the mission requires that you position a C-4 charge for demolition, this action is displayed.

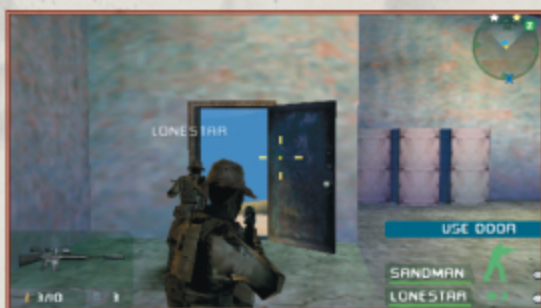
RESTRAIN HOSTAGE

An enemy may surrender or a rescued hostage might need to be tied up for transport.

FOLLOW/HOLD POSITION/GET DOWN

The Follow, Hold Position and/or Get Down Icons appear when you aim your crosshairs at a person under your protection. Press  to give the person the selected command.

TCA COMMAND



Quickly order Lonestar to carry out a TCA Command (Team Command Action), such as breaching a door or disabling a piece of equipment, by pointing your crosshairs over an item or object that has a TCA Command attached to it and then pressing and holding **○** to initiate the action. You will know when you can execute a TCA Command by a blue text bar that appears on-screen listing the command.

USING WEAPONS

WEAPONS

SEALs are exceptionally well-trained, tactical students of warfare, masters of hand-to-hand combat, and experts with any weapon from knives to heavy machine guns.

FIRE WEAPONS

To fire an equipped weapon, press **×**. Your shots will be more accurate if you are stationary or in the crouch and prone positions.

CHANGE WEAPONS

- Press and hold **△** to toggle between your primary weapon and grenades.
- To select an item from the inventory, press the directional button **←** to open the inventory menu and press the directional buttons **↑** and **↓** to highlight an item. Press **×** to equip it.

SET WEAPON FIRE MODE

Many assault weapons have multiple firing modes ranging from semi-automatic single shot to a three shot burst or more: to switch firing modes, press the directional button **←** to open the inventory menu, highlight a weapon and press **△** to switch its firing mode. The Bullet Icons, located to the left of your Weapon Icon onscreen, will increase or decrease depending on the setting. If equipped with the grenade launcher, press **△** until the reticle changes to the rocket reticle.

RELOADING

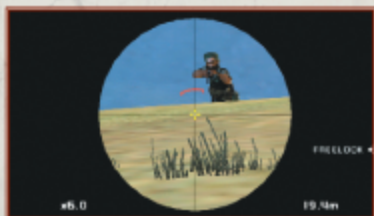
Reloading is automatic as long as you have ammo for the weapon in hand. You can also manually reload your weapon by pressing and holding **■** or press the directional button **←** to open the inventory menu and press **■**.

AIMING A WEAPON / TARGET LOCK

Tap the directional button **→** to enter Free Look mode and use the analog stick to manually aim your weapon. You can also target lock onto the nearest target by pressing and holding **R**, and cycle through targets by tapping **L** while holding down **R**. When you are target locked onto an enemy, a red box will appear around him, and the reticle will snap to his body if he is in range. Based on the your movement, stance and distance from your target, the reticle will move between his lower torso and head. The lower and slower you are, the more likely you will get a headshot. Other potential targets in range are marked with a gray box.

USE A SCOPE

Press the directional button **↑** to zoom in the scope (if equipped) and **↓** to zoom out or exit the scope. Scope performance is different depending on the weapon in hand. You are a steadier shooter from a crouched or prone position.



THROW A GRENADE

To throw a grenade, press the directional button **←** to open the inventory, select a grenade and press **⊗** to equip it. Once equipped, press and hold **⊗** to display the grenade trajectory marker. Hold **⊗** to set the strength of the grenade lob, and then release **⊗** to throw it.

SET A CLAYMORE MINE

TO SET A CLAYMORE:

1. Press the directional button **←** to open the inventory, select the claymore and press **⊗**.
2. Determine the location you want to cover and place the mine by pressing **⊗**.
3. The remote control detonator will appear in your inventory. Select the remote and press **⊗** to detonate the mine.
4. Multiple mines can be planted before detonation. Once the desired number of mines is placed, to simultaneously detonate all mines, select the detonator from your inventory and press **⊗**.



PLANT A PRESSURE MINE (MULTIPLAYER ONLY)

TO SET A PRESSURE MINE:

1. Press the directional button **←** to open the inventory, select the mine and press **⊗**.
2. Press **⊗** to place the mine.

It will detonate when a player steps on it.

SINGLE PLAYER MISSION

MISSION SUCCESS			
COB STEALTH KILLS	0	STEALTH GRADE	B
STEALTH KILLS	0		
COB KILLS	0		
HEAD SHOTS	0	ACCURACY GRADE	A
ROCKET/GRENADE KILLS	0		
TOTAL KILLS	0		
ENEMIES CAPTURED	0	TEAMWORK GRADE	A
HOSTAGES SECURED	0		
PRIMARY OBJECTIVES	0	OBJECTIVE GRADE	D
SECONDARY OBJECTIVES	0		
BONUS OBJECTIVES	0		
		FINAL GRADE	C

ghost [A] MAIN MENU [B] REPLAY MISSION [X] CONTINUE

SUCCESS AND FAILURE

The success of your mission is measured by several factors. Perfection for any factor is 100% in completing all objectives. You are graded from A to F.

MISSION SUCCESS

STEALTH

A SEAL uses stealth to strike undetected. Each time your team is discovered and the enemy communicates your presence to others, you lose points for stealth.

ACCURACY

Hitting targets increases your accuracy ratings, while missed shots lower it. The accuracy of your teammate is also counted.

TEAMWORK

Use your team for cooperative engagements. The more you use your teammates during the course of a mission, the higher your Teamwork rating will be.

OBJECTIVE

Primary objectives are the most important Mission Objectives and have the largest impact on mission success. Most primary objectives must be completed to accomplish a mission. You can fail a secondary objective and still succeed at the overall mission, but failed secondary objectives lower your overall rating.

MISSION FAILURE

Your mission will be considered a failure under the following conditions:

- You are incapacitated.
- A mission critical character, such as a hostage or escortee, is killed.
- A mission critical target escapes.
- A mission critical objective fails (e.g. a bomb detonates).
- You abort a mission.
- Lonestar is incapacitated.

THE PAUSE MENU

Press  to pause gameplay and display the Pause Menu. Press the directional buttons / to highlight a menu option and press  to confirm your selection.

Note: Accessing the Pause Menu during online gameplay will not pause the game.

RESUME

Resume game.

AIM PITCH

Toggle between NORMAL and INVERTED.

RESTART MISSION

Start the mission over from the insertion point.

ABORT MISSION

Aborting the mission will return you to the Briefing Menu.

SOCOM: FIRETEAM BRAVO ONLINE

For more intense combat, select **INFRASTRUCTURE** from the Main Menu. Team up with other **SOCOM: U.S. Navy SEALs Fireteam Bravo** players and compete as a SEAL unit or Terrorist force.

- A valid network connection is required to play online. See **Creating a Network Connection** below for detailed instructions.
- To talk directly to teammates during games, use the optional headset. See **Getting Started**, pg. 4, for more information.

CREATING A NETWORK CONNECTION

Note: If you have already created a valid network connection using the PSP™ system software, skip this section and review the remaining sections.

Before you can play **SOCOM: U.S. Navy SEALs Fireteam Bravo** online, you must have created a valid network connection. If you have already created and saved a network connection, you are good to go. If not, you can use the **Network Settings** application in the PSP system software menu under **Settings**.

Note: For more detailed information on creating a Network Connection, see the PSP system Instruction Manual.

Note: If you experience connection issues, ensure that the **WLAN Power Save** mode is **OFF**. The **WLAN Power Save** is located in the PSP system's home menu in **Power Save Settings** of the **Settings** column.

ONLINE COMMUNICATION

MESSAGES AND CHAT WINDOW

While in the Messages and Chat Window, you can chat publicly with everyone in a Game Lobby.



USING THE ON-SCREEN KEYBOARD TO ENTER DATA AND CHAT

When data entry is required, the On-Screen Keyboard displays automatically. To chat, press **[X]** to open the On-Screen Keyboard.

Note: You can only enter data and chat using the On-Screen Keyboard when connected to a game room.

- Press the directional buttons or analog stick to highlight a key, and then press **[X]** to select and enter the character in the field.
- Press **[B]** to backspace.
- Press **[L]** to Shift.
- Press **[R]** to toggle Caps Lock.
- Select ENTER or press **[A]** to enter data or transmit chat.
- Select EXIT or press **[Y]** to close the keyboard without transmitting or entering data.

IN-GAME COMMUNICATIONS MENU

Tap  to open the Chat Window. Press the directional buttons to highlight a Chat Window option and press  to transmit the message.



FRIEND INVITE: Invite an in-game player to be a friend.

CLAN INVITE: Invite an in-game player to join your clan.

Ignore: Turn off text messaging and voice chat from a specific player.

VOTE: Vote to have a player removed from the game.

RADIO: Select an active channel for voice communication using the headset. See "Using the Headset Online" on the following page.

TAUNTS: These are preset vocal taunts and customizable text message taunts you can direct at the opposition.

ORDERS: Give orders to your team that appear in the Dialogue Box at the top of the screen.

USING THE HEADSET ONLINE

Note: SOCOM: U.S. Navy SEALs Fireteam Bravo is designed to conduct 2-way conversations with other players during Online Games.

Communication with your team is essential for victory. Use your headset for voice communication with your team during Online gameplay. Enemy players will not be able to hear your team's communications.

Communicate with online teammates over three channels. Tap  and select RADIO from the Chat Menu, and then select the channel you want to speak over:

- All Communicate with the entire team.
- Channel 1 Communicate with other teammates on Channel 1.
- Channel 2 Communicate with other teammates on Channel 2.
- On / Off Toggle voice chat ON / OFF.

The Who's Talking Icon will appear when someone is communicating.

TO SPEAK:

1. Press and hold  until you hear the ready tone.
2. Speak normally and keep it brief—transmit a message of ten seconds or less. Minimize chatter to give everyone a chance to communicate. Release  when done talking.

GET CONNECTED TO SOCOM: U.S. NAVY SEALs FIRETEAM BRAVO

Use of the online portion of this game is subject to the terms and conditions under the User Agreement located within the game. A full copy of the User Agreement is available at:

www.us.playstation.com/support/useragreement

1. On the Title Screen, press **X** to continue to the CREATE A NEW PROFILE Screen. Create a PROFILE and press **X** to continue to the Main Menu.
2. Select INFRASTRUCTURE and then choose a connection to connect online (you must have already created a Network Connection). If you don't have a Network Connection, select New Connection and use the Network Settings application.

Note: For more detailed information on creating a Network Connection, see the PSP system's Instruction Manual.

3. On the Select a Server Screen, select a UNIVERSE to connect to the SOCOM: U.S. Navy SEALs Fireteam Bravo Sign In Screen.
4. Select Player Name. Enter a screen name and select ENTER. Select PASSWORD, enter a password, then select ENTER.

Note: Be sure to write down or remember your password. SCEA Consumer Services cannot retrieve lost passwords. If you lose your password, create a new player name and password for online play.

5. Select CONNECT. When prompted to write down name and password info, press **X**.
6. Please read the User Agreement and select "ACCEPT" if you agree to the terms.

Note: You must agree to the terms of the User Agreement to connect to SOCOM: U.S. Navy SEALs Fireteam Bravo.

7. If the player name you have selected is available, you will be prompted to register that name. Choose "YES" and press **X** to register that player name. If you receive an incorrect password error, someone has already registered that player name and you must select a new one.
8. On the Online Lobby, highlight Join A Briefing Room and press **X** then use the directional buttons or analog stick to choose a Briefing Room and press **X** to select it. Scroll down to Join an Online Game and press **X** to proceed to the Game Lobby selection screen. Select a Game Lobby you would like to enter and press **X**. If you receive notification that the game is already in progress, press **X** to go to the game lobby. Press **START** to select READY. If the game is already in progress, you will join the game when you select READY. If in between games, selecting READY indicates that you are ready to play.

PLAYING THE ONLINE GAME



ONLINE MISSION TYPES

As you cycle through Game Lobbies on the ONLINE LOBBY screen, each game's mission type appears to the right of the Game Name under GAME DETAILS to help you decide which game to join.

SUPPRESSION: This is a pure fight to the death between SEALs and terrorists. The winner has the most men left standing. Suppression maps can be set to respawn and players will be given the option to come back to life after being killed to rejoin the fight.

FFA (FREE FOR ALL): It's terrorists against terrorists in an intense all out deathmatch.

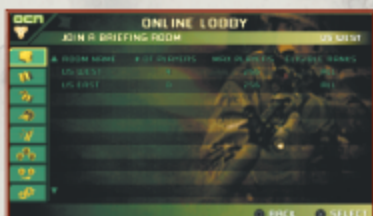
EXTRACTION: This is a hostage situation. SEALs win by killing all terrorists or escorting at least two hostages to the extraction point. Terrorists win by killing the SEALs. If the terrorists murder a hostage, it counts as a rescued hostage for the SEALs.

DEMOLITION: Find the bomb and blow up the opposition headquarters. Get hold of the bomb and become the hunted as enemy troops try to kill you and your team before their HQ is destroyed. Lose the bomb and you're now on defense. Plant the bomb in the enemy base and prevent it from being defused by the enemy until it blows up.

CAPTIVE: Similar to Suppression, this is a fight to the death between SEALs and terrorists. The difference — you have the power to revive fallen teammates. The winner is the team with the most men left standing at the end of the time limit or the team that has completely incapacitated the other team.

FINDING A GAME

1. Start your search by selecting a Universe on the **SERVER SELECTION** Screen that appears as soon as you connect.
2. Connect and select **ACCEPT** on the **USER AGREEMENT** screen to enter the **SOCOM Fireteam Bravo Operations Control Network Online Lobby**. From this screen, you have two options for finding a game:



JOIN MANUALLY

(BROWSE THROUGH BRIEFING ROOMS AND GAMES)

1. Select **JOIN A BRIEFING ROOM** and make a room selection.
2. Select **JOIN AN ONLINE GAME** and scroll through the games to select the one you want to join.

SELECT AUTOPLAY

1. Select **AUTOPLAY AN ONLINE GAME** and configure a game to your specific parameters.
2. Cycle through your preferences and then select **SEARCH FOR GAMES** to find ones based on your parameters.

THE ONLINE OCN INTERFACE

The **SOCOM: U.S. Navy SEALs Fireteam Bravo OCN Online Menu** is broken down into eight sections: **JOIN A BRIEFING ROOM**, **JOIN AN ONLINE GAME**, **CREATE AN ONLINE GAME**, **AUTOPLAY AN ONLINE GAME**, **ONLINE COMMUNITY**, **CREATE CLAN**, **INVITE FRIENDS** and **ONLINE OPTIONS**.



JOIN A BRIEFING ROOM

Choose from a list of rooms with active games. Once you have chosen a room, you will automatically move to the

JOIN AN ONLINE GAME menu.

JOIN AN ONLINE GAME

Join a specific game from the list. Highlighting a game will show the game details (game type, etc.) on the right hand side of the screen.

CREATE AN ONLINE GAME

Create a custom game. You choose the settings!

AUTOPLAY AN ONLINE GAME

Autoplay is designed to quickly help you get into the game. It will default to the most liberal settings, but you can choose to filter any of the settings in order to tailor the online experience to your liking.

MAP NAME: The default setting will search for games being played on any map, however, you can choose a specific map here. This is a great way to find a game on your favorite map or to keep playing a map you want to learn.

GAME TYPE: The default setting will search for any game type, but you can choose a specific type here. You can choose between Demolition, Extract, Suppression, Captive, Free For All and Any.

SCORE TYPE: This determines how the game is scored. SOCOM: U.S. Navy SEALs Fireteam Bravo will default to Ranked scoring, but you can also choose from Open.

NUMBER OF PLAYERS: You can search for games with any number of players, or restrict your search to a minimum number so that you never get stuck in a game with too few opponents.

ADVANCED OPTIONS: This section contains more gameplay options.

FRIENDLY FIRE: You can choose to search for any game, or games with Friendly Fire specifically ON or OFF.

WEAPON MODES: SOCOM: U.S. Navy SEALs Fireteam Bravo will default to games with all weapons enabled, however, if you only want to play with a certain kind or set, you can set that filter here.

RESET: Choose this to reset everything to the default settings.

SEARCH FOR GAMES: Select this to start the search for any game matching your parameters.

ONLINE COMMUNITY

This is your connection to the SOCOM: U.S. Navy SEALs Fireteam Bravo Online Community. Check in daily to make sure you have the latest info on the game, or use the personal Email feature to schedule an online match with your friends or clan-mates.

SOCOM: U.S. NAVY SEALs FIRETEAM BRAVO DAILY:

Here you will find news on the game, polls and surveys, as well as any info on **SOCOM: U.S. Navy SEALs Fireteam Bravo** promotions.

LEADERBOARDS: Check out the latest updates for Individual, Weekly, Monthly and Friend Leaderboards.

CLAN LADDERS: View and setup Clan Challenges for Daily Ladder, 4 vs 4 Ladder and Weekend Ladder Challenges.

MESSAGE BOARD: Read messages from other players or post your own thoughts on the game. This is an open forum for all players.

PERSONAL: Edit your online profile or check your personal Email.

FEEDBACK: Submit questions and comments about **SOCOM: U.S. Navy SEALs Fireteam Bravo** directly to Sony Computer Entertainment America. We want to know what you think!

HELP: Read a FAQ on the game or browse the Online Manual.

CREATE CLAN

Playing online is fun, but it is always more fun to play with your friends and a clan is a perfect way to do that. Creating a clan gives you an easy way to identify yourself with the group and lets others know that you are part of a high profile team.

MY SETTINGS

FRIENDS: Add other players to your friends list so you can easily find them online. Simply press **X** to add a friend.

IGNORE: Unfortunately not every player out there is cool enough to game with, but if you run into a bad apple, you don't have to keep listening to them. Simply add them to your ignore list and you will never have to hear from them again.

INVITATIONS: This is where you will find invites from other players asking you to join their Friends List or Clan.

ONLINE OPTIONS

This is the place to configure your options. Online Options will allow you to configure your online play.

MP Teammate Names: Choose whether or not you want player names displayed during a game.

Retrieve In-Game Messages: Allow others to send you messages while playing, or prevent others from contacting you while in game.

THE ONLINE GAME SCREEN

THE GAME SCREEN



1: Shots Remaining

2: Current Weapon

3: Crosshairs

4: Tactical Map

5: Special Action Icon

6: Countdown Timer

7: Health

8: Hostile

9: Remaining Magazines

CROSSHAIRS

Use the crosshairs to aim your weapon.

- Crosshairs turn green when aimed at friendlies and hostages.
- Crosshairs can change depending on the selected weapon.
- Crosshairs turn red when aimed at an enemy.

HEALTH GAUGE

The gauge begins to deplete when you are injured. As long as green remains, you can fight.

COUNTDOWN TIMER

Counts down to zero in games with time limits.

CURRENT WEAPONS

- Press and hold  to toggle your primary and secondary weapons.
- To select an item from inventory, press the directional button  to open the inventory screen then press the directional buttons  /  to highlight an item. Press  to equip the item.
- Press the directional  and then press  to toggle a weapon to semi / full auto.

SHOTS REMAINING

View shots remaining and maximum total for the clip. To reload manually, either press and hold  or press the directional button  and then press .

HEADSET

- If you are talking, a green check mark will appear within the headset icon.
- If someone on your team is talking, the headset icon will turn red and a red circle with a slash through it will appear within the headset icon. The name of the player currently speaking will appear over the headset icon.
- The number to the right of the headset icon indicates the total of players on your team with headsets.
- The number to the right of the total number of players with headsets represents the total number of players currently in the game.
- A small headset icon will appear over the head of a player that is currently talking on the headset channel (if that player is within view).

PLAYER RANKINGS (RANK INSIGNIAS)

Depending on your performance, you can attain a variety of Player Rankings. Online rankings are an indicator of your skill and experience, but also determine what Briefing Rooms and games you can enter. Certain Briefing Rooms are restricted to specific Player Rankings.

THE START MENU

Pressing **START** during an online game will pull up the Start Menu and give you access to a few game options. Press the directional buttons **↑** / **↓** to highlight a menu option and press **×** to confirm your selection.

Note: Accessing the Start Menu during online gameplay will NOT pause the game.

RESUME

Resume the game.

AIM PITCH

Select between NORMAL or INVERTED.

ABORT MISSION

Aborting the mission will return you to the SOCOM: Fireteam Bravo OCN Online Menu.



CREDITS

ZIPPER INTERACTIVE, INC.

PRESIDENT AND CEO
Jim Bosler

**CHIEF TECHNICAL
OFFICER**
Brian Soderberg

EXECUTIVE PRODUCER
Chia Chin Lee

ART DIRECTOR
Russ Phillips

CREATIVE DIRECTOR
Hardy LeBel

SOFTWARE DIRECTOR
Mike Gutmann

ART MANAGER
David Kern

DESIGN MANAGER
Graham Kays

SOFTWARE MANAGER
Mike Nicolino

TEST MANAGER
Craig Bradford

PRODUCER
Tony Iuppa

**PS2 CROSSTALK
PRODUCERS**
Prem Krishnan, Paul
Sebastien

ART

CHARACTER ART LEAD
Doug Wilcox

CHARACTER ARTISTS
Jason Ilano, Arnel Ramac,
Dima Veryovka

LEAD ARTIST
Scott Luse

ENVIRONMENT ARTISTS
Brett Bean, Derek
Bowman, Gary Butcher,
Crista Forest

**USER INTERFACE
ARTISTS**
Mike Gladfelter, Suzy
Langham, Michael Maddux,
Mirko Muggli, Tom
Sternberg

**MARKETING ASSET
ARTIST**
Dominique Cilento

ADDITIONAL ART
Jay Banchero, Ryan Bosler,
Dan Henley, Nathan
Herzog, Phil Knowles,
Michael Maddux, Brent
Thomas, Victor Von Beck

**ENVIRONMENT ART
SUPPORT**
Chidi Mbadugha

DESIGN

LEAD DESIGNER
Ed Byrne

**LEAD MULTIPLAYER
DESIGNER**
CJ Heine

DESIGNERS
Ryan Fedje, Richard Foge,
Coby Jackson, Brian
Jennings

WRITER
Coby Jackson

ADDITIONAL DESIGN
Jason Olander,
Christian Sadak

AUDIO

LEAD AUDIO DESIGNER
Rick Yates

AUDIO DESIGNER
Matt Jarvis

SOFTWARE

**LEAD SOFTWARE
ENGINEER**
Eric Housden

SOFTWARE ENGINEERS
Tim Berry, Nate Klee,
David Korus, Aaron
Pfeiffer, Jeff Reitman,
Jason Tartaglia

BLEVINS ENTERPRISES
David Blevins, Josh
Mattoon

**ADDITIONAL
PROGRAMMING**
Bob Alexander, JT
Anderson, Greg Chudecke,
Mike Copley, Johnny
Fernandes, Durwood
Gafford, Mark Heinen,
Fraser Hutchinson,
Elizabeth Ingram, Rick
Jarvis, Shaun Leach,
Henrik Lind, Troy Mason,
Mirko Muggli, Mike
Nicolino, Darren Robinson,
Aaron Schneider, Brian
Soderberg,

QUALITY ASSURANCE

TEST LEAD
Cade Myers

**SINGLE PLAYER
TESTERS**
Michael Guillory, Kelly
Brown, Toby Normoyle

MULTIPLAYER TESTERS
Shaun Crumb, Seth Elder,
Jay Embry

ADDITIONAL TESTING
Scott Warr

SUPPORT

NETWORKING AND IT
Paul Becker, Scott Ward

OFFICE MANAGER
Holly Salmonson

HR MANAGER
Rochelle Kruger

HR ASSISTANT
Cayte Bosler

**ADDITIONAL
CONTRIBUTIONS**
Doug Albright, Rom Impas,
Bill Morrison, David Sears

SPECIAL THANKS
We would like to thank the
teams and staff of Zipper
Interactive and their
families for their support
and contributions to the
success of SOCOM: U.S.
Navy SEALs Fireteam
Bravo.

SONY COMPUTER ENTERTAINMENT AMERICA

PRODUCT DEVELOPMENT

ASSOCIATE PRODUCER

Shawn Rettig

SENIOR PRODUCER

Seth Luisi

DIRECTOR OF PRODUCT DEVELOPMENT

Connie Booth

VICE PRESIDENT OF PRODUCT DEVELOPMENT

Shuhei Yoshida

EXECUTIVE VICE PRESIDENT AND CO-CHIEF OPERATING OFFICER

Jack Tretton

TOOLS, TECHNOLOGY AND SERVICES

DIRECTOR OF TOOLS, TECHNOLOGY AND SERVICES

Buzz Burrowes

AUDIO

SOUND DESIGN MANAGER

Dave Murrant

LEAD SOUND DESIGNER

Brad Aldredge,
Nathan Brenholdt

SOUND DESIGN

Erik Buensuceso

ADDITIONAL SOUND DESIGN

Keith Cook

DIALOG COORDINATOR

Greg deBeer

AUDIO POST PRODUCTION MANAGER

Mike Johnson

CINEMATIC POST PRODUCTION

Jeff Darby

AUDIO PROJECT COORDINATOR

Davina Mackay

MUSIC DIRECTOR

Chuck Doud

MUSIC SUPERVISORS

Clint Bajakian, Matt Levine,
Ernest Johnson

MUSIC PRODUCTION COORDINATOR

Tammy Tsuyuki

ART & ANIMATION SERVICES GROUP

DIRECTOR OF ART & ANIMATION SERVICES GROUP

Dwayne Mason

CINEMATICS

CINEMATIC MANAGER

Scott McMahon

PRODUCTION SUPERVISOR

Brian Johnson

CREATIVE PROJECT SUPERVISOR

Gene Strocchio

ASSOCIATE PROJECT SUPERVISOR

Aaron McFarland

ART DEPARTMENT LEAD DESIGNER

Ron Padua

2D ARTISTS

Lucas Graciano

CG DEPARTMENT CG SUPERVISOR

Greg Jung

CG COORDINATORS

Janelle Pitchford, Dan
Inskeep

CHARACTERS

Hong Suc Suh, Christian
Vagnatti, Long Phan, Paul
Fedor

RENDERING/MODELING

Sal Arditti, Brett McConnell,
Nickie Huai

MATTE PAINTINGS

Paul Fedor

ANIMATION

Hock Wong, David Ong,
Billy Tai, George Castro,
Jose Lopez, Jacob Patrick

VFX

Bill Johnston
Marcello Dos Santos

CG ARTISTS

Ben Norcross, Chris
Kopotic, Thang Pham

EDITING COMPOSITING

Gene Strocchio,
Aaron McFarland,
Devin Olden, Rick
Takahashi

PHOTOGRAPHY SUPERVISION

Ian O'Riarty, Greg Betz

SCANNING

Chip Parsons, Travis Ross,
Tony Lui

MOTION CAPTURE

MANAGER OF MOTION CAPTURE, ANIMATION AND SCANNING

Brian Rausch

PRODUCTION SUPERVISOR

Scott Peterson

MOTION CAPTURE TECHNICAL SUPERVISOR

Percy Sagun

MOTION CAPTURE SPECIALISTS

Jake Wilson (Lead),
Travis Parks, Sarah Back

MOTION CAPTURE STUDIO SUPERVISOR

James Scarafone

MOTION CAPTURE STUDIO TECHNICIANS

Ryan Beeson, Doug
Hagstrom

MOTION CAPTURE TRACKING

Michael Shinkle (Lead),
David Ibarra, Trisha
Manbeck, Ander
Bergstrom, Xou Fang,
Jason Giles, Jason Rush

MOTION CAPTURE ANIMATION SUPERVISOR

Chad Moore

MOTION CAPTURE ANIMATION

Frank Strocchio (Lead), Brian Phipps, Michael Graessle, Eryn Roston

MOTION CAPTURE TECHNICAL ANIMATION

Johnny Walker (Lead), Daniel Legg

3-D SCANNING STUDIO SUPERVISOR

Chip Parsons

3-D SCANNING TECHNICAL SUPERVISOR

Travis Ross

3-D SCANNING TECHNICIANS

Tony Lui, Jordan Schwab

MAYA TECHNICAL SUPPORT GROUP

LEAD ENGINEER

Rick Harding

SENIOR TECHNICAL ANALYST

Chris Mayberry

ENGINEER

Rebecca Abel

SCE-RT ONLINE TECHNOLOGY GROUP

DIRECTOR ONLINE TECHNOLOGY

Glen Van Datta

SENIOR PROJECT MANAGER

Greg Becksted

GAME INTEGRATION LEAD

Baylor Triplet

SCE-RT ASSOCIATE PRODUCER

Doug Damron

SENIOR PROGRAMMERS

Adam Harris, Ken Miyaki, Russ Patterson, Steve Wagner

ENGINEERS

Juan Arce, Aaron Brunstetter, Ben Choorut, Matt DeVico, Brian Fernandes, Shawn He, Peter Heino, Mark Jacob, Sunmee Jang, Glen Kawano, Mohammed Khan, Anthony Mai, Ed O'Leary, Marty Poulin, Allen Pouratian, Ramana Prakash, Steve Schneider, Rolando Simeon, Mark Vaden, Eric Whelpley

PRODUCTION

Erika Kato, Trang Ho, Steve Slover

FIRST PARTY QUALITY ASSURANCE (FPQA)

DIRECTOR

Michael Blackledge

SENIOR MANAGER, TEST OPERATIONS

Ritchard Markelz

GAME TEST MANAGERS

Bill Person, Sam Bradley

GAME TEST ENGINEERS

Neil Musser
Edward J. Toomey

QUALITY ASSURANCE ANALYSTS

Jimmy Goh, Marvin Blanton, Will Cline, Stanley Phan, Jesse Reiter, Marlan Smith

CONTINGENT GAME TEST ANALYSTS

Nick "Kosmo" Kosmides, Mike Adams, Rob Boone, Brian Bestwick, Eduardo Camacho, Sebastian Casallas, Eric Castile, Kory Christopher, Sean Geer, Greg Gould, Daryl Humdy, Nick Jackson, Ceasar Jazmines, Shawn Johnson, David Kertesz, Leo Larsen, Kaycee McNeil, Larry Mann, Nick Murry, Larry Teeney, Dan Tambini, Alexander Shen, Robert "Hippie" String, Lee Vieira, Scott Weir, Jonathan Wong, Ruslan Zats, Amir Bakhsaie, Rick Arroyo, Gabriel Parulis, Jason Norton, Mike Pharris

LAB TECHNICIAN

Ara Demirjian

PROJECT MANAGEMENT SUPERVISOR

Eric Ippolito

PROJECT COORDINATOR

Justin Flores

TRAINING SPECIALIST

Kevin Seiter

QA SUPPORT MANAGER

Ken Kribs

APPLICATIONS MANAGER

Kevin Simmons

APPLICATIONS ADMIN

Christian Davis

INFORMATION TECHNOLOGY GROUP

DIRECTOR

Charles Connoy

ONLINE GAMES GROUP

Monique Fraser, Manager

Ron Andres, Richard Bennett, Matt Miller, Krisztian Mizser, Madhukar Yedulapuram

NETWORK OPERATION SPECIALISTS

James Black, Keith Hutchinson, Arron Johnston, Jose Madrigal, Rudy Wiley

INFRASTRUCTURE

Tom Perrine,
IT Infrastructure Manager

Derrell Jenkins,
Network Engineering
Manager

Robert Clark, Chris Dudley, Tom Guptil, Devin Kowatch, Andrew Lee, Randy Lopez, Chris McEniry, Sven Nielson, Hank Yeomans, Paul Zastoupil

IT SITE SUPPORT

Tracy Siefert, Rick Rossiter, Albert Villarde, David Alonzo, Chad Sousa, Jonathon Rad, Jeff Eng, Vinh Tran

LEGAL AND INTELLECTUAL PROPERTY

Shelly Gayner
Kirsten Costello

MARKETING

DIRECTOR OF PRODUCT AND ONLINE MARKETING

Susan Nourai

SENIOR PRODUCT MANAGER

John Koller

PRODUCT MARKETING SPECIALIST

Charles Lacson

SR. DIRECTOR PROMOTIONS AND SPORTS PRODUCT MARKETING

Sharon Shapiro

PROMOTIONS

Aimee Duell, Bob Johnson,
Andrew Adams, Mary
Thomas, Jill Grabenkort

SR. DIRECTOR OF COMMUNICATIONS AND BRAND DEVELOPMENT

Molly Smith

SR. PUBLIC RELATIONS MANAGER

Patrick Seybold

PUBLIC RELATIONS SPECIALIST

Heather Sorenson

DIRECTOR OF DIRECT AND ONLINE MARKETING

Steve Williams

DIRECTOR OF CREATIVE SERVICES

Ed DeMasi

CREATIVE SERVICES MANAGER

Jack Siler

CREATIVE SERVICES SPECIALIST

TJ Consunji

PACKAGING AND MANUAL DESIGN

Origin Studios, SLC

MANUAL DOCUMENTATION

Greg Off, Offbase
Productions

EXECUTIVE SPECIAL THANKS

We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of SOCOM: U.S. Navy SEALs Fireteam Bravo with special recognition to the Executive Management team including:

Kaz Hirai
Andrew House
Jack Tretton
Jim Bass
Glenn Nash
Frank O'Malley
Steve Ross
Riley Russell
Shuhei Yoshida

Special thanks to the men and women of Naval Special Warfare who helped in the development of this game.

The U.S. Navy provided technical support but does not officially endorse this product.

ADDITIONAL CREDITS

Voice Over Casting,
Recording and Editorial By
SOUNDELUX DESIGN
MUSIC GROUP

SOUNDELUX EXECUTIVE PRODUCER

Becky Allen

VOICE OVER BUSINESS MANAGER

William iChipi Beaman

VOICE OVER COORDINATOR

Jacque Shriver

VOICE OVER CASTING AND DIRECTING

Kris Zimmerman

ADDITIONAL VOICE OVER DIRECTING

Gordon Hunt

RECORDING ENGINEERS

Elliot Anders
Chad Bedell
Bryan Celano
Krandall Crews
Glynna Grimala
Dutch Hill, Justin Langley

VOICE OVER EDITORS

Pam Aranoff
Brad Beaumont
Chad Bedell
Mark Camperell
Bryan Celano
Glynna Grimala
Dutch Hill
Justin Langley
Clint Richardson

AUDIO VISUAL COORDINATOR

James Tabb

PRODUCTION ASSISTANTS

Chad Bedell
Mark Camperell
Justin Langley

INTERNS

Jud Lee
Sina Mobasser
Joe Moeller
Nicolas Williams

ADDITIONAL RECORDING

Full House Productions,
New York

HQ

Jennifer Hale

SANDMAN

John Cygan

LONESTAR

Josh Keaton

BENITO ZAYAS

Damien Valencia

EUSEBIO VARGAS

Ulises Cuadra

AL-KAMIL SARWAT

Ismail Kanater

AMAD MOULINE

Sam Sako

BASIA MIRONOVA

Marya Kazakova

BOGDAN KURASZ

Greg Wagrowski

JOZEF PALKA

Arthur Cybulski

LUKASZ VORAK

Arthur Cybulski

SALIK

Ronnie Barua

SKYTOP

James Horan

**ADDITIONAL CHILE
AO VOICE ACTORS:**

Dave Berone
Miguel Caballero
Jesse Corti
Juan Monsalvez
Marco Rodriguez
Armando Valdez
Damien Valencia

**ADDITIONAL MOROCCO
AO VOICE ACTORS:**

Sayed Badreya
Said Faraj
Zuhair Haddad
Ismail Kanater
Al Noimani
Jahad Harik
Sam Sako

**ADDITIONAL SOUTH
ASIA AO VOICE ACTORS:**

Samrat Chakrabarti
Kevin Mukherji
Ronnie Barua

**ADDITIONAL POLAND
AO VOICE ACTORS:**

Simon Burzynski
Arthur Cybulski
Eric Ericson
Kristof Konrad
Greg Wagrowski

MUSIC COMPOSED BY

James Michael Dooley

MUSIC CONSULTANT

Tom Trafalski

**ASSISTANT TO THE
COMPOSER**

Matthew Margeson

**ORCHESTRATOR,
CONDUCTOR**

Tim Davies

**ADDITIONAL
ORCHESTRATION**

Ceiri Torjusson

MUSIC PREPARATION

Mark Cally

**MUSIC PREPARATION
ASSISTANT**

Nikki Hayes

**ORCHESTRAL
CONTRACTING**

Isobel Griffiths Ltd.

**ASSISTANT ORCHESTRA
CONTRACTOR**

Charlotte Trinder

MUSIC PERFORMED BY

The London
Session Orchestra

ORCHESTRA LEADER

Gavyn Wright

VIOLINS

Gavyn Wright (Leader)
Perry Montague-Mason
(Leader of 2nds)
Chris Tombling
Dermot Crehan
Warren Zielinski
Simon Fischer
Liz Edwards
Morven Bryce
David Woodcock
Lorraine McAslan
Fenella Barton
Everton Nelson
Jackie Shave
Jonathan Rees
Patrick Kiernan
Jim McLeod
Boguslaw Kostecki
Richard Milone
Julian Leaper
Eddie Roberts
Mark Berrow
Jonathan Strange
Peter Hanson
Cathy Thompson

VIOLAS

Bruce White (1st)
Zoi Lake
Robert Smissen
Don McVay
Ivo Van Der Werff
Rusen Gunes
Tim Grant
Reiad Chibah
Katie Wilkinson
Stephen Wright

CELLO

Anthony Pleeth (1st)
Caroline Dearnley
Ben Chappell
Robin Firman
Caroline Dale
Martin Loveday
Anthony Lewis
Frank Schaefer
David Daniels
Gillian Thoday

BASSES

Mary Scully (1st)
Stephen Mair
Patrick Lannigan
Lynda Houghton
Steve McManus
David Ayre
Allen Walley
Leon Bosch

HORN

Laurence Davies (1st)
Paul Gardham
Nick Busch
Martin Owen
Jim Rattigan
Peter Blake
Huw Jenkins
Mark Almond

TRUMPET

Andy Crowley
John Barclay

TROMBONES

Peter Davies (1st)
Lindsay Shilling
Peter Beachill
Richard Edwards
Roger Argente

TUBA

Owen Slade

MUSIC RECORDED AT

Air Lyndhurst, London

RECORDING ENGINEER

Nick Wollage

ASSISTANT ENGINEERS

Chris Barrett and Ian Wood

MUSIC SCORING MIXER

Dennis Sands

**ADDITIONAL MUSIC
SCORING MIXER**

John Rodd

FOLEY ARTISTS

John Roesch, Alyson Moore

FOLEY MIXER

MaryJo Lang

FOLEY RECORDIST

Scott Morgan

Speech compression and
decompression technology
are licensed from
Nellymoser, Inc.

GAME EXPERIENCE MAY CHANGE DURING ONLINE PLAY.

ONLINE USER AGREEMENT

PLEASE READ THE ENTIRE AGREEMENT AND INDICATE WHETHER OR NOT YOU AGREE TO ITS TERMS BY CLICKING THE "ACCEPT" OR "DECLINE" BUTTON AT THE BOTTOM OF THIS SCREEN. IF YOU CLICK THE "DECLINE" BUTTON YOU WILL NOT BE ABLE TO PLAY THE ONLINE VERSION OF THIS GAME. CHECK WITH SONY COMPUTER ENTERTAINMENT AMERICA INC. ("SCEA") CONSUMER SERVICES AT 1-800-345-7669 WITHIN 30 DAYS OF YOUR PURCHASE FOR REFUND OR RETURN INFORMATION. PLEASE HAVE YOUR PURCHASE RECEIPT AVAILABLE.

1. **ACCEPTANCE OF AGREEMENT.** This Agreement can be accepted only by an adult 18 years or older. By clicking the "ACCEPT" button, you affirm that you are an adult 18 years or older and you are accepting this Agreement on your own behalf or on behalf of your minor child (under 18).
2. **GRANT OF LICENSE.** SCEA grants you a non-exclusive right to use this software for play on a PSP™ (PlayStation®Portable) system only. You may not (i) rent, lease or sublicense the software, (ii) modify, adapt, translate, reverse engineer, decompile or disassemble the software, (iii) attempt to create the source code from the object code for the software, or (iv) download game content for any purpose other than game play. You may, however, transfer all your rights to use the software to another person provided that you transfer the original product and this Agreement with the software.
3. **AUTHENTICATION/SERVICE.** SCEA may retrieve information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. SCEA does not guarantee the continuous operation of the game servers and shall not be responsible for any delay or failure of the game servers to perform. In the event of a systems incompatibility or inoperability, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console, or peripherals at the option of SCEA. SCEI, SCEA and their affiliates shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect wireless game play or access thereto.
4. **COLLECTION OF INFORMATION.** Before you can play, you will be asked to create an account with a user, player or other game name ("game name"). You may also be asked to select or provide additional information for a game profile. This information will not identify you personally.
5. **PROTECTION OF IDENTITY.** When you choose a game name, choose an alias to protect your identity. This game will save your game name and profile automatically. If your game name is inactive for an extended period your account may be deactivated. To inquire about a deactivated account, please contact SCEA Consumer Services at 1-800-345-7669. You agree that you have no expectation of privacy or confidentiality in the personal information you may intentionally or unintentionally disclose through login, game play and chat. You should avoid saying anything personally identifying in chat. SCEA has no liability for any violation of this Agreement by you or by any other player.
6. **ONLINE CONDUCT.** When you play, you agree to be respectful of your fellow players and never to engage in any behavior that would be abusive or offensive to other players, disruptive of the game experience, fraudulent or otherwise illegal. This includes but is not limited to:
 - (a) Harassing or intimidating other players while chatting or playing this game online or using information obtained while chatting or playing this game to harass or intimidate fellow players outside of the game;
 - (b) Using language, selecting user, character, clan or team names or creating any other content that is racially, ethnically or religiously offensive, sexually abusive, obscene, defamatory or one which infringes a registered trademark of SCEA or 3rd Party;
 - (c) Selecting as a user, character, clan or team name any word, symbol or combination of words and symbols which is identical to or substantially similar to any character, weapon, vehicle or other intellectual property element owned by SCEA which appears in this game or any other SCEA game;
 - (d) Using content that is commercial in nature such as advertisements, solicitations and promotions for goods or services;
 - (e) Falsely representing that you are an employee of Sony Corporation, Sony Computer Entertainment America, or any other affiliated or related company;

- (f) Disrupting the normal flow of chat in game chat rooms;
- (g) Making a false report of user abuse to SCEA Consumer Services (see below);
- (h) Violating any local, state or national law including but not limited to laws related to copyright, trademark, defamation, invasion of privacy, identity theft, hacking and the distribution of counterfeit software;
- (i) Using a cheat code or cheat device. For a detailed explanation of the SCEA policy on cheating visit www.us.playstation.com/onlinecheating.

If you violate this Agreement in any manner, SCEA may at its discretion and without notice to you temporarily or permanently block your account in this game and any related games. In appropriate cases, SCEA may bring legal action against you or cooperate in any government or private legal action or investigation relating to your conduct within the game. To report violations of this Agreement or to inquire about a blocked account, call SCEA Consumer Services at 1-800-345-7669. SCEA has no liability for any violation of this Agreement by you or by any other player.

7. **HOTSPOT AND INTERNET SERVICE PROVIDERS.** SCEA and its affiliated companies are not affiliated with any of the Internet service providers (ISPs) or Hotspot Operators (collectively "Service Providers") that you may connect to when you wirelessly access the Internet and are not responsible for any damages or injury arising from or related to your use of these services. When you access an ISP through a Hotspot you are providing information directly to the Service Provider and not to SCEA. This information is collected by the Service Provider and is not shared with SCEA. SCEA does not control the Service Provider's use of the information you provide. Before wirelessly accessing the Internet you should carefully read the Service Provider's advertisements, user agreement/terms and conditions and privacy policy carefully. If you are unclear whether your use of the Service Provider's services may involve charges or whether all of the Service Provider's advertised features will be available through the PSP™ system, or if you have any other questions concerning their services, please contact the Service Provider directly.
8. **WARRANTY/DISCLAIMER.** SCEA WARRANTS TO THE ORIGINAL PURCHASER OF THE GAME DISC THAT THE DISC IS FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP FOR A PERIOD OF NINETY (90) DAYS FROM THE DATE OF PURCHASE. SEE GAME MANUAL FOR LIMITED WARRANTY DETAILS. EXCEPT AS PROVIDED HEREIN, THE GAME DISC, SOFTWARE AND ALL RELATED SERVICES ARE PROVIDED "AS IS" AND, TO THE MAXIMUM EXTENT PROVIDED UNDER LAW, SCEA DISCLAIMS ALL WARRANTIES OF ANY KIND, WHETHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. Without limiting the foregoing, SCEA does not promise that this software will work properly with any memory card storage or other peripheral device that has not been manufactured or licensed by SCEA or a related company. To insure compatibility use only PSP™ licensed or approved products. Additionally, SCEA does not guarantee that you will be able to play this game through Wi-Fi connectivity at any time you want. From time to time, there may be problems related to availability, access, delay and failure to perform that are beyond the immediate and reasonable control of SCEA. In the event of a dispute regarding the Wi-Fi functionality of this software, you agree that the sole liability of SCEA and its affiliated companies will be limited to repair or replacement of the game software at SCEA's option. SCEA may, at its sole discretion, discontinue hosting of the game server at any time. SCEA has no liability for such discontinuance.
9. **MODIFICATION.** SCEA at its sole discretion may modify the terms of this Agreement at any time. You are responsible for reviewing the terms of this Agreement each time you login to play. By accepting this Agreement and by playing the game online, you agree to be bound by all current terms of the Agreement. To print out a current copy of this Agreement using your computer, go to www.us.playstation.com/support/useragreements.
10. **MISCELLANEOUS.** This Agreement shall be construed and interpreted in accordance with the laws of the State of California applying to contracts fully executed and performed within the State of California. Both parties submit to personal jurisdiction in California and further agree that any dispute arising from or relating to this Agreement shall be brought in a court within San Mateo County, California. If any provision of this Agreement shall be held invalid or unenforceable, in whole or in part, such provision shall be modified to the minimum extent necessary to make it valid and enforceable, and the validity and enforceability of all other provisions of this Agreement shall not be affected thereby. This Agreement constitutes the entire agreement between the parties hereto related to the subject matter hereof and supercedes all prior oral and written and all contemporaneous oral negotiations, commitments and understandings of the parties, all of which are merged herein.

About PSP™ (PlayStation®Portable) Updates

Notice from Sony Computer Entertainment Inc.

This UMD™ includes PSP™ (PlayStation®Portable) update data. An update is required when a screen prompting you to update is displayed at game start-up.

Performing PSP™ update

The update data is displayed with the icon shown below on the PSP™ system's home menu. By following the on-screen instructions, you can update the PSP system software. Before performing the update, check the version number of the update data.



- During an update, do not remove the AC adaptor.
- During an update, do not turn off the power or remove the UMD™.

If an update is canceled before completion, it may cause damage to the system.

Checking that the update was successful

Select "Settings" from the home menu, and then under "System Settings" select and display "System Information". If "System Software" shows the version number of the update data, the update was successful.

For details on system software updates for the PSP™ (PlayStation®Portable) system, refer to the following Website: **www.us.playstation.com/psp**

Sony Computer Entertainment America, Consumer Services

URL: www.us.playstation.com/psp

Tel: 1-800-345-7669

Hours: 6:00 AM – 8:00 PM PST Monday – Saturday

7:00 AM – 6:30 PM PST Sunday

LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-7669 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

UNAUTHORIZED USE

Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. Shared game code is licensed solely for wireless distribution through PSP systems for noncommercial purposes. All rights to make copies of any portion of the game for subsequent redistribution is retained by the copyright holder. Please contact SCEA at 1-800-345-7669, if you are unwilling to accept the terms of this license.

NAVY
accelerate your life

COME GET SOME OF THIS!



U.S. NAVY SEALs



www.seal.navy.mil